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THE OFFICIAL

Strategy Guide

FOR

NANCY DREW®

Secret of the Scarlet Hand

MYSTERY 6

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NEW JOB, OLD MYSTERY

Nancy Drew, Deputy Curator of Beech Hill Museum! It's a nice title change, even if it's just a volunteer internship. This new job is certainly a welcome break from detective work, but it won't be a vacation. Beech Hill is a little short on cash, staff and tolerance for careless curators. Recent expenditures to cover the costs of a mysterious Maya monolith have the board of directors seething. Nobody knows much about the heavy stone block, but the head curator is betting everything to make this perplexing piece of history sell tickets. Of course, you never could resist a good mystery — even if it's 1,400 years old!

DON'T TURN A PAGE UNTIL YOU READ THIS PARAGRAPH:

This strategy guide contains detailed steps and solutions for completing Secret of the Scarlet Hand but it does not spoil the ending! You must complete the game to uncover and apprehend the culprit or culprits. This book assumes that you know basic game functions, including how to move, interact with characters and use the features covered in the Tutorial mode. If you're playing Junior Detective mode, some steps outlined in this guide will not be necessary. Here are a few practical tips to make play easier:

• Save your progress often — especially before trying anything new or challenging.

• If you lose track of what you need to do next, click on the computer icon on your laptop computer and review your personal diary. This diary also has important phone numbers and lock combinations.

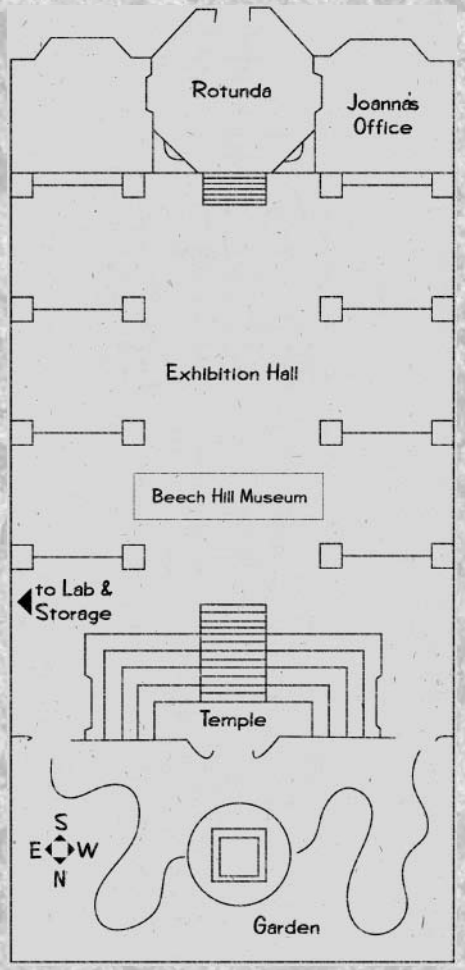
• Sometimes it's more rewarding to solve a problem with a small hint instead of a detailed answer. Consider calling Bess and George and asking them before you start flipping these pages.

• If you can't find or reach a person, click the watch icon and check the time. Characters keep specific work hours. Set the alarm clock in your hotel room to advance time.

• Don't forget the basics: Close whatever you open. Turn off whatever you turn on. You could avert a disaster or two.

YOUR FIRST DAY ON THE JOB . . .

Don't worry — those new job butterflies in your stomach will flutter away. Forget about that last deputy curator being canned. You'll certainly last longer.



Joanna Riggs

Despite her ambitions and academic background, even Joanna Riggs probably has a few doubts about her abilities as the new curator of the Beech Hill Museum, especially in light of recent budget constraints. If this former archeologist has nothing to hide, then having Nancy Drew as an intern is the best thing that happened to Joanna since her appointment by the museum's board of directors. Keep in mind that Riggs is under pressure and doesn't have time to coddle coworkers. You need to be resourceful and figure out how to do most of your job by yourself. Granted, this could be Joanna's method for keeping you preoccupied while she finds a way to buy Beech Hill's foundering finances another week of operation. Riggs spent too much on the exhibits, which leaves the entire museum budget teetering on the brink of fiscal ruin.

An Encounter at the Monolith

Joanna dumped a staggering workload on you but it's important to spend time exploring the museum. On either side of the Temple you'll find low passageways leading to the Garden. Follow the left passage and examine the displays. Take the small tile at the Bicephalic monster exhibit then make your way along the trail to the monolith where you'll meet Taylor Sinclair.

Visit Sinclair's Office

Too bad Taylor Sinclair didn't run Beech Hill. He's candid about the museum's issues and seems to respect you for your accomplishments.

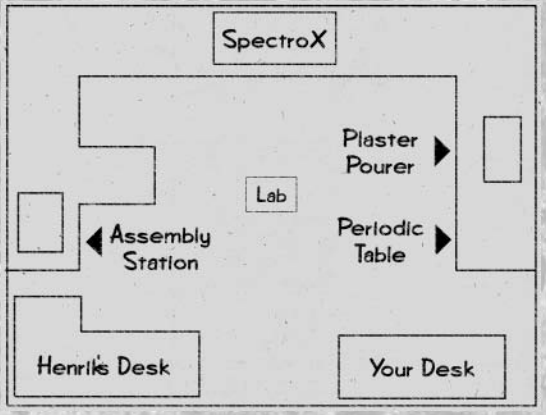
Who's Poppy Dada and what inspired her to create such a bizarre painting? Sinclair's taste in art might be as eclectic as his fashion instincts, but keep in mind that anything in the game could be the key to a clue... or part of a key. Remember this painting for later.

Taylor Sinclair

In another line of work smarmy Taylor Sinclair might be a fine example of how academics in similar fields rarely play well with others, but if this witty and knowledgeable art dealer has a smidgen of deep-seated resentment toward Henrik or Joanna he doesn't show it. Sinclair seems to think that having Nancy Drew around as an intern/investigator is wonderful, especially in light of recent artifact thefts. He's always ready with enthusiastic answers to questions. Either the man has nothing to hide or he believes that he's clever enough and confident enough not to crumble like an Oaxacan cookie under pressure. That's a tad bit presumptuous if you consider Sinclair's line of work and the possibility that he might have shady connections with the black market.

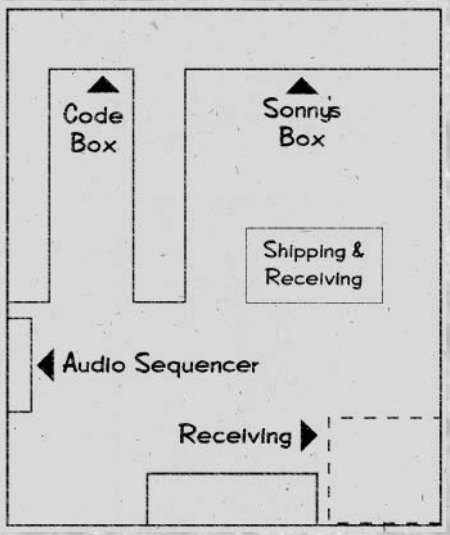
Back to the Beech

Joanna is so busy that she never noticed your absence. Next to the Temple exhibit you'll see a door marked "Employees Only." Open the door and go to the laboratory. Check the task list on your desk then open the drawer and read Sonny Joon's notebook. Take the brass knob and study the Koko Kringle candy wrapper.



Gathering Shards and Reconstructing the Past

One of your first assignments is to reassemble the broken shards of pottery in the lab into an intact vase. You'll quickly notice that a couple of pieces are missing. Look for one fragment inside an intact vase in the top level of the Temple then search Shipping and Receiving for a box containing Sonny Joon's former belongings. Inside you'll find the other piece — as well as an important computer disk.



One of the missing pottery shards is in the top room of the Temple. Look inside the two jars in one corner of the room. You'll find the other missing piece inside Sonny Joon's desk contents box on a shelf in the Shipping and Receiving room.

Update Your Lab List

Once you have the two missing shards, assembling the pottery puzzle is a snap. Work your way up and rotate the puzzle as you fill in the missing spaces. Remember to cross this assignment off your lab task list.

Make Contact with the Contract

It's hard to guess how paper airplanes fit into Sonny Joon's theories on Maya culture and space aliens, but you'll find the results of his experiments with aerodynamics in the Rotunda. Search the corners for the paper airplane and then unfold it. It's the addendum to the contract for Alejandro del Rio!

Deliver the Contract to the Mexican Consulate

Once you have the contract addendum, ride the Metro to the Mexican Consulate. Here you'll meet an outspoken attaché named Alejandro del Rio. Alejandro is a nationalist who has strong opinions about the treatment of Maya artifacts outside Mexico. Give him the addendum, but don't expect to have it signed. Cut your losses and return to the museum — you still have work to do.

Alejandro del Rio

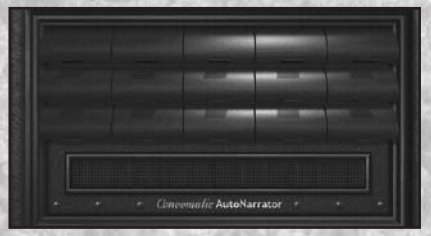
Listening to Alejandro del Rio ramble about the injustices in today's art and archeological worlds might leave you with at least a half-dozen motives that link him to the Maya artifact thefts. The problem is that your best early suspect is potentially your biggest red herring. Alejandro is so loud, direct and outspoken that it's difficult to place him in the role that requires stealth and burglary-an important prerequisite for sneaking past the Beech Hill alarm system. If you were a resourceful and intelligent thief who specialized in stealing antiquities, someone hostile and opinionated like Alejandro del Rio would be your dream fall guy.

Museum Sound Tests

Another "to-do" on your task list is reorganizing the order of the recordings for the Audio Narration Sequencer. Guest will listen to these tapes as they tour the exhibits. You'll need headphones before you can preview the recordings. In your desk drawer you'll find a knob. Place the knob on the glass case behind the counter in the Rotunda and use it to fix the case. After you take a pair of headphones, close the case, turn around and open the drawer beneath the counter. Take a Temple Key Card and make your way back to Shipping and Receiving.

The Audio Narration Sequencer

You'll find the Audio Narration Sequencer on a wall in Shipping and Receiving. Sonny made notes in his notebook of the narrative exhibits locations, but like most of his work, he didn't finish. You can recreate Joon's map on a piece of paper or follow the sequence below:

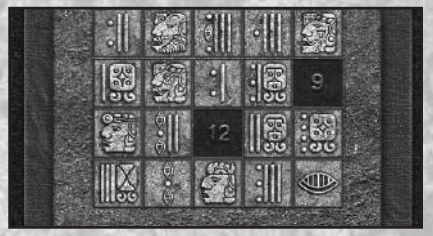


The Correct Sequence:

A=5	D=7	G=9	J=13	M=2
B=8	E=1	H=15	K=12	N=10
C=14	F=6	I=3	L=4	O=11

Adding it all up on the Numerical Logograph

You'll find the Numerical Logograph display beneath the Language banner in the Exhibit Room. When you open the case you'll find that two pieces are missing. Depending on how closely you're following this strategy guide, you may already have one piece in your inventory.

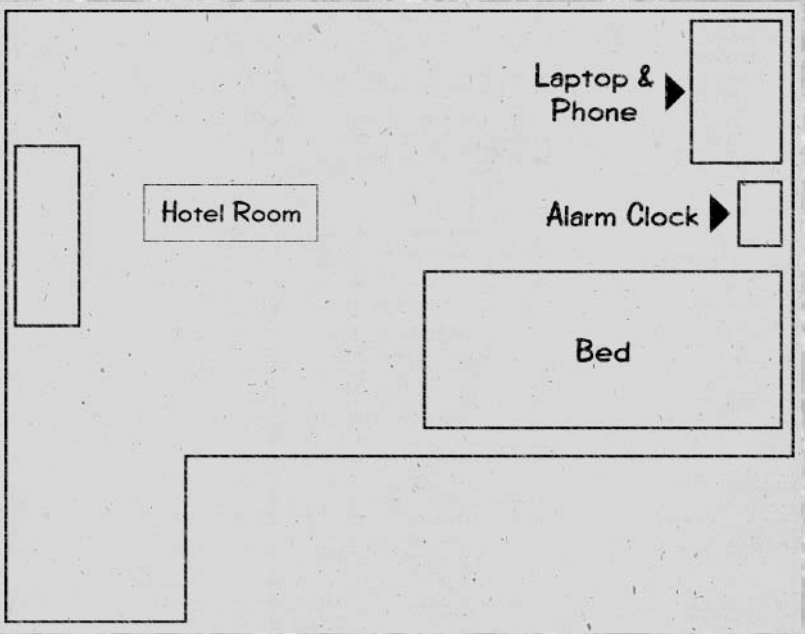


What About Those Two Missing Pieces?

If you didn't pick up one of the pieces at the Bicephalic Altar display in the Garden, you'll need to retrace your steps behind the Temple. Examine the display closely and you should see a small tile on it. The other piece was misplaced in the Exhibit Room. Open the case directly opposite the ham radio exhibit to find the piece. The solution to the puzzle is on Sonny Joon's computer disk. Take the disk back to your computer in your room at the Colonial Hotel.

Koko Kringle's Secret Ingredient

Bring Sonny Joon's disk back to your hotel room and place it in your laptop. Computer passwords are normally tough to crack, the best composed from nonsense words or a mix of unintelligible letters and numbers. Luckily for you, Hurricane Sonny wasn't the sharpest pencil in the museum lab box. Think of something near and dear to his heart — or at least his stomach. If you enter KOKO KRINGLE, the name of the candy bar wrapper in Sonny's desk drawer, you'll soon be surfing Joon's files. Record his login name and password for the museum network (sjoon, spacebaby) and make complete notes of the Numerical Logograph puzzle in the "Stuff to Remember" file. If you plan on turning in for the night after using your laptop, review "Stuff to do," "Stuff to Forget" and his short dissertation notes. Otherwise log off and ride the D.C. Metro back to Beech Hill Museum.



Fix the Numerical Logograph

Sonny's description of the Maya counting system is easy to follow but his descriptions of Maya art lack detail. If you want to solve the puzzle on your own, try switching some of the headpieces. The complete solution is on the right.

Turn in for the Night

Some events in the game are triggered by specific actions. In this case, it's important to sleep so other characters in the game can catch up with all your progress. Return to your hotel room and set your alarm for 10:00 am.

Meet Henrik at the Lab

If you didn't meet him before, you'll encounter Henrik Van der Hune in the museum lab. Henrik didn't exactly have warm and fuzzy feelings for Sonny Joon so it's understandable that the epigrapher is leery of interns. Do your best to make amends and go to Shipping and Receiving.

Henrik Van der Hune

As Beech Hill's leading (and only affordable) epigrapher, Henrik Van der Hune is a private person who is apparently happiest while hunched over a desk, immersed in his work. Translating glyphs requires precision, which partially explains Van der Hune's fastidious behavior throughout the laboratory and the displays. As indicated by his notes regarding Sonny Joon's haphazard approach to organizing Maya exhibits, Van der Hune is easily rattled by change. At first glance Henrik hardly fits a burglary suspect's personality profile, but like the historical subjects they study, even expert epigraphers have secrets that they prefer left unearthed.

Klaxons, Bells and the Boys In Blue

Check to see if any overnight packages came into Shipping and Receiving. It might seem like a frivolous task, but you'll hear an alarm as you leave the room. Joanna Riggs will meet you as you hurry toward the exit and inform you that Beech Hill was burglarized.

Joanna in Crisis Mode

Savvy type-A personalities know when to delegate responsibility. Visit Joanna in her office and she'll ask you to investigate. This sleuthing won't replace your staggering intern workload, but it will give you a great excuse to snoop.

Lending a Hand at the Crime Scene

The local authorities roped off the exhibit space formerly known as the Pacal Carving, but a little yellow police tape never stopped Nancy Drew. You've been around here long enough to know that red handprint has something written in Maya. Take it back to Joanna's office.

Riggs on Glyphs

Joanna might not know everything about Maya glyphs, but she certainly has the authority that will allow you to use Henrik's precious laboratory equipment. Show her the paper with the red handprint and she'll tell you to use the SpectroX Archaeo-Analyzer in the lab.

The SpectroX Archaeo-Analyzer

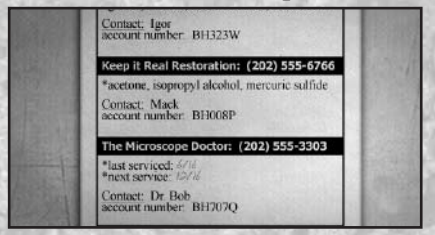
Open the SpectroX Archaeo-Analyzer and slide in the red handprint. Close the machine and use the compare buttons to find a compound match. Remove the paper and turn off the analyzer. Stroll over to the periodic table on the wall and identify the elements. Verify that the analyzer is off before going to Joanna's office.

Does Cinnabar taste better than Koko Kringle?

What Joanna doesn't know about glyphs she certainly makes up for in her knowledge of chemical compounds. While Joanna is helpful in providing facts about cinnabar, she's still a suspect. You need to verify the legitimacy of her statements. Time to get back to the lab...

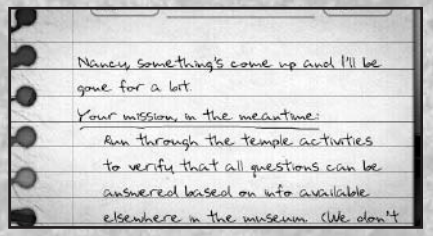
Sorting Out Supply and Demands

Depending on how closely you're following this guide, you may have already tried placing an order for supplies and discovered the museum's unpaid bills. Call Mack at Keep It Real Restoration and ask about mercuric sulfide. Someone with the initials "J.R." ordered a shipment as recently as last week. Why didn't this person have the order delivered to Beech Hill?



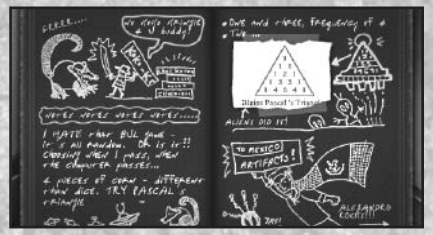
Henrik's Homework

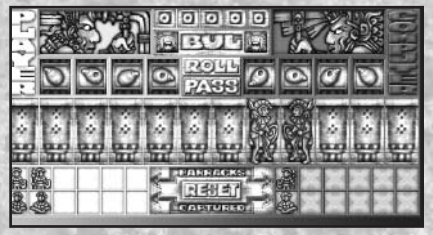
If you didn't have enough to do, Henrik left a note asking you to verify all of the Temple interactive exhibit answers. Perhaps he wants you out of his lab...


Nancy, something's come up and I'll be
gone for a bit.
Your mission, in the meantime:
Run through the temple activities
to verify that all questions can be
answered based on info available
elsewhere in the museum. (We don't

Take Me Out to the Bul Game

It's important to balance your duties as an investigator with your responsibilities as an intern assistant curator. If Joanna isn't telling you the truth about ordering cinnabar, you'll need to be on Henrik's good side if you need a favor. Climb to the top of the Temple and locate the computer with the Bul Game. Before starting any interactive exhibit, it's important to place your Temple Key Card in the slot for credit. Sonny's notebook offers several suggestions on winning the Bul Game, but the key to victory is making the computer "Pass" whenever it moves within two spaces of your game piece. This minor strategy change will increase your chances of capturing all four of the computer's warriors.





Logograph Match Up

The museum exhibit displays contain the answers to the Logograph Match Up contest, but you can also match the six pairs through trial and error, provided that you write down the correct matches as you play. Remember to use your Temple Key Card.

You Deserve a Break

After defeating Maya warriors and matching logographs, there's nothing more calming than a serene stroll through the Garden. As you start to saunter down the hallway, you'll hear someone yell. Return to the front of the Temple.

Henrik is a Fall Guy

What was Henrik doing inside the Temple? Furthermore, why can't he walk properly down a set of stairs? He's pretty confused so you'll have to ask him later. Talk to Bess and George then take the Metro to Joanna's office.

Dial "A" for Amnesia

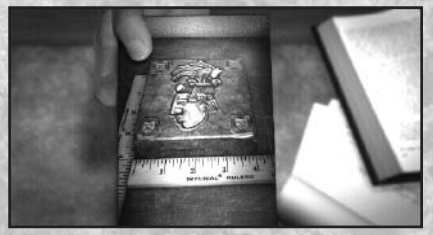
Poor Joanna. In light of the recent events, you should be thankful that you're just an intern. Check your voicemail. The message from Nurse Gordon is important, so call him back immediately. This will give you access to Henrik at Eleanor Roosevelt Memorial Hospital.

The Memory Board

Henrik has temporary amnesia and you need to help him regain total recall. Use the memory board to trigger specific recollections. You already analyzed that red handprint, so find out if Henrik remembers anything about it. The real shocker here is that Henrik wrote it... but why? See if you can trigger more memories by showing him an image of the Pacal Carving.

From Riggs to Sinclair...

See Joanna back at her office in the museum. She won't have anything on the Pacal Carving, but she'll send you off to see Taylor Sinclair. Sinclair is more than accommodating and gives you a copy of the artifact. Catch up on gossip with Taylor and then head back to Henrik.

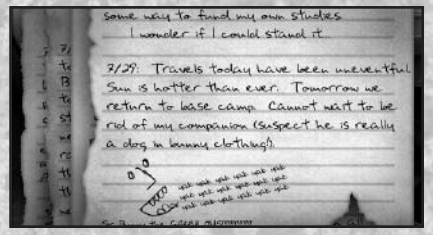


...and Back to Roosevelt.

Too bad there's no way to earn frequent rider points on the Metro. Slap the picture of the Pacal Carving on Henrik's memory board at Eleanor Roosevelt Memorial. Henrik confesses to stealing the carving. Case solved! Or is it? There's no motive or Pacal Carving. Is it a memory or a hallucination? Take Henrik's desk key and keep his revelations a secret.

Henrik's Desk

Use the key on Henrik's desk drawers in the lab. Henrik was more organized than Sonny Joon — but not much. Remove the ZEA disk from the top drawer then open the lower drawer and review the monolith glyph translations. Read Henrik's notes on the Whisperer of Secrets and the HAM radio protocol. Any one of these things might trigger more memories, but as Henrik remembers more about his own shady dealings, he might refuse to tell you anything that would further incriminate him. There's a lot of information here. Perhaps you should study all of it before asking Henrik questions.


some way to find my own studies.
I wonder if I could stand it.
3/29: Travels today have been uneventful. Sun is hotter than ever. Tomorrow we return to base camp. Cannot wait to be rid of my companion (suspect he is really a dog in human clothing).

Back to the Colonial Hotel

You might travel light, but you did remember to pack your ZEA disk drive peripheral with your laptop computer. Bring the ZEA disk back to your hotel room and boot it up. Oh no! Henrik used a glyph for the disk access password!

Henrik Sleeps

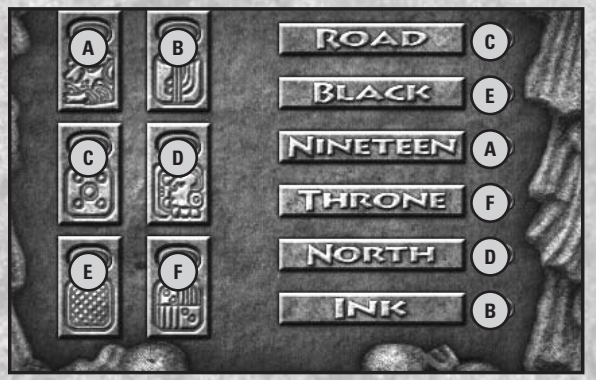
Henrik is snoozing when you return to Eleanor Roosevelt Memorial. It's against hospital policy to wake sleeping patients, so post his glyph translations on the Memory Board and go to Beech Hill.

Temple Time

You can catch up on your job responsibilities as an intern while Henrik catches up on his sleep as an amnesiac. You found Henrik at the bottom of the Temple stairs, so the Temple was probably the last place that he visited before losing his memory. Maybe you'll find a clue among the interactive exhibits.

Matching Up the Logograph Puzzle

The most important thing to remember for solving any interactive exhibit is to insert your Temple Key Card before you start playing. If you accomplish a Temple challenge but forget to use your card, your progress through the exhibits won't be saved and you'll have to complete the challenge again. Almost all of the answers to the interactive exhibits are found in the Garden or the Exhibit Room. Solving the puzzles introduces you to the rich details of Maya history and culture, but some solutions are tougher to find than others. Match the six pairs of glyphs with their names. Peek at the solutions on the right if you're stuck.



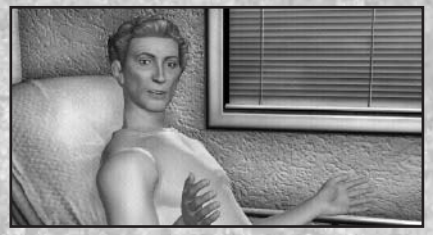
Level 1 Quiz

You won't be able to open the door to Temple Level 2 until your Temple Key Card saves your data for the Level 1 Quiz and the other two challenges. You'll find all of the quiz answers in the museum exhibits, but some visitors might have trouble remembering the correct spellings. Luckily for you, the answers are on the right:

Level 1 Quiz
1. Palenque
2. Zac Kuk
3. Tzolkin
4. Itzamna
5. Quiche, Cakchiquel or Ixil

Back to the Hospital

You made it to Level 2! It's tempting to start solving the new exhibit puzzles but hospitals visiting hours are short and Henrik is probably awake by now. Stop by the hospital and examine Van der Hune's new translation notes. Note that the password for the ZEA disk is "stone." Ask Henrik about any other details that he remembers then go to your hotel room.



Henrik's Secrets

Input the password "stone" to access Henrik's disk back at your hotel room. You'll find a trove of information but it creates more questions than it answers. The "contacts" file mentions that you can reach the Copan smugglers in Honduras if you know the Nahuatl word for snake. Perhaps Alejandro knows the term.

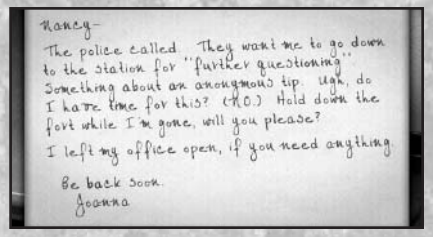
Notes
Table of Contents
Ini
Mamashab
GREENSTONE
Prison of Stone
WHISPERER
NORTH
SOUTH
EAST
WEST
COPAN POOL
Matchmaker, hired by a boy/groom's parents to assess the suitability of a prospective marriage. [Bride and groom were often married without ever having spoken a word to each other.] Check to see if there's an exhibit on this for the Temple Quiz.

Quid Pro Quo, Senorita.

Alejandro knows the word for snake in Nahuatl, but he won't deliver until he receives the provenance documents for the Pacal Carving from Joanna Rigg's files. That's hardly an easy task considering that the only time Joanna isn't in her office is when the museum alarm is going off. Before you leave, ask Alejandro about cinnabar and see what he thinks.

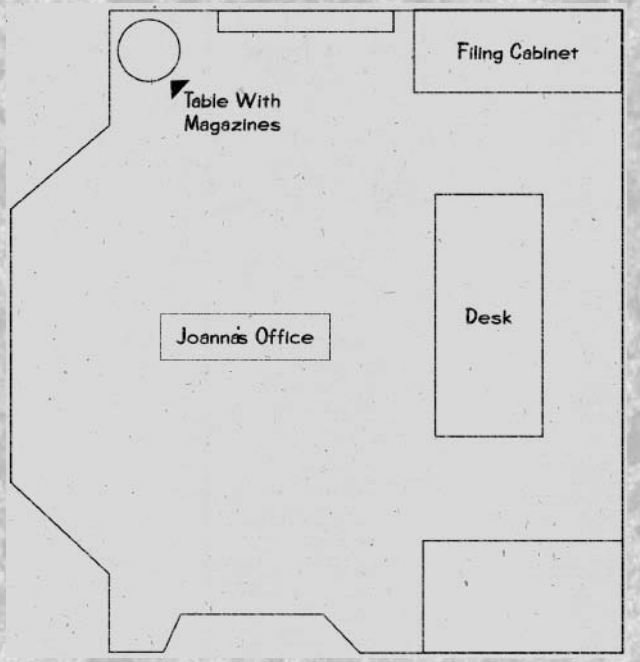
You're in Charge!

Joanna left a note on your desk. The police want to question her regarding an anonymous tip. Oh well — you can sort it out later. Now you have complete access to her office! Semper ubi sub ubi!


Nancy-
The police called. They want me to go down to the station for "further questioning." Something about an anonymous tip. Ugh, do I have time for this? (N.O.) Hold down the fort while I'm gone, will you please?
I left my office open, if you need anything.
Be back soon.
Joanna

Joanna's Office

With Joanna preoccupied you have full run of the museum. First stop: The boss's office. Open the desk drawer and take the display case key. Examine the packing list on top of her desk then make your way over to the file cabinet. Open the cabinet and take the provenance documents for the Pacal Carving.



Does it Take A Snake to Know One?

Return to the Mexican Consulate and give Alejandro the provenance documents. He'll tell you that the Nahuatl word for snake is "coatl." You're ready to contact the smugglers. Bid Alejandro farewell and go to the museum.

HAMming It Up with Smugglers

Once you're back at the museum use Joanna's key to open the ham radio display. Take the radio tube, close the case and continue to the lab. The tube inside the lab radio is old and it will blow the first time you turn it on. Replace it with the one from the display.

Samuel Morse's Wonderful Code

Communicating with the smugglers in Honduras is one of the trickiest parts of the game but you'll find that it's easy if you follow these instructions and the notes in Henrik's desk. If you make a mistake during transmission, you can resend by turning off the radio and starting over.

1st - 2050

According to Henrik's notes, the smugglers in Honduras monitor frequency 2050. Input 2050, press the "Connect" and write down the radio broadcast message as it's repeated ("ocho...tres...dos...siete...uno..."). Now translate from Spanish to English using the book in Henrik's desk drawer.

2nd - 2731

Write down the last three digits in the number series and add a zero to create a four-digit number. Add each of the original five digits and then add this sum to the original four-digit number, which results in 2731. Turn to this frequency to transmit the smuggler's password.

3rd - coatl

Here's the tricky part. You must transmit the "coatl" password to the smugglers in Morse code. Open the Morse code book on the desk or enter the following: dash, dot, dash, dot (send), dash, dash, dash, (send), dot dash (send), dash (send) dot, dash, dot, dot, (send).

4th - leche

"Leche" tells the smugglers that the coast is clear for making the delivery. Like "coatl" you must transmit it in Morse code using the book or the following: dot, dash, dot, dot (send), dot (send), dash, dot, dash, dot, (send), dot, dot, dot, dot (send), dot (send).

Joanna Left Voicemail

You were so engrossed in transmitting to the smugglers that you missed Joanna's phone call. Check your voicemail and listen to the bad news about her recent suspension by the museum board of directors. Call Franklin Rose at his office and plead Joanna's case. At least you'll ensure that Joanna will still have a job — provided that you somehow find the missing Pacal Carving.

Rest Up-You'll Need It

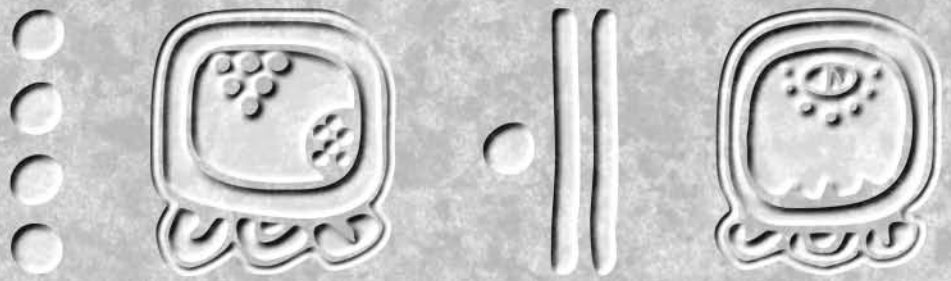
Luckily for you, the smugglers rely on an overnight delivery system. Ride the Metro back to your hotel room, review the notes on Henrik's disk and set your alarm. Tomorrow is a big day. Play your cards right and you'll recover the carving!

Special Delivery

Return to the Shipping and Receiving room in the Museum at dawn. Those smugglers have a sophisticated delivery system — the package arrived overnight! There's a special lock puzzle you'll need to solve to open the box. Press on the eyes of the three Maya masks until all three are cross-eyed. A museum exhibit mentioned that this was a trait considered beautiful by the Maya. Unlock the box and behold another beautiful sight: The Copan key!

Henrik has the Answer

You can't see Henrik until 10 am, so work on solving the puzzles in the Temple (see hints on these two pages) to pass the time. Mention the Capal key to Henrik and he'll recall that the Pacal carving is on the third level of the Temple. He'll also tell you that the final quiz answer is "Coatimundi."



Temple Level 2 Challenges

The Temple ball game is fun and can be solved by trial and error, provided that you recall the previous steps and every shot leading up to where you made your previous mistake. If you're in a hurry to move along and find the Pacal carving, take a shot at the four sequences outlined on the right:

4 - High
3 - Middle
5 - Middle
6 - Low

The Maze to Pacal's Mask

The computer maze is temporarily offline but you can play it if you log in on Sonny's account (sjoon, spacebaby). The maze is a work in progress so it's easy to complete: Walk through until you step on the Pacal death mask on the floor.

Temple Level 2 Quiz

The Level 2 quiz is a bit tougher than Level 1. In addition to finding all the answers in the exhibits, you'll also find a solution to one question on Henrik's ZEA disk. It's important to spell all of the answers correctly. If you're having problems, the correct spellings are conveniently located in the box on the right:

Level 2 Quiz
1. Lady Xoc
2. Bicephalic Monster
3. Huipil
4. Noble
5. Atanzahab

Temple Level 3 and the Mayan Calendar

You'll find the Mayan Calendar puzzle next to King Pacal's tomb. You'll need to rotate the calendar stones to 12 Kaban. Locate the Kaban glyph on the chart, then highlight it in the outer dial. Turn the inner dial to the 12 glyph (two dots and two lines) and you're done.

Maya God Match Up

You'll locatethe Maya god match ups game just before you cross over the rope suspension bridge. If you don't spot it, stand next to the bridge and turn around until you see the green plaque on the wall. This matching game is nearly identical to the numeric matching game on the first level, but now you need to match nine pairs instead of six. All of the answers to the matching game are found in the museum exhibits or you can solve the puzzle through trial and error. If neither one of these options appeals to you, you can always opt for the easiest way out — match up all nine pairs using the solutions on the handy chart on the right.

One Final Quiz, One Final Question

Nobody knows what Pacal was afraid of, but Sonny feared the COATIMUNDI.

Grab the Pacal Carving

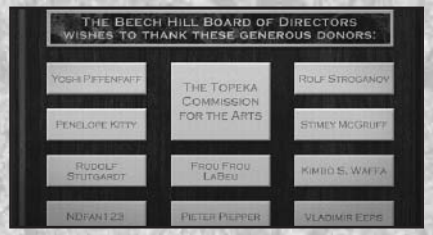
Now that all of your accomplishments are on your Temple Key Card, return to King Pacal's Tomb near the Mayan calendar puzzle. Place your card in the slot and move Pacal's Jade Mask. Beneath it you'll find the missing Pacal Carving. Close everything up and grab the glow stick souvenir. If the tomb didn't open, you have not completed all of your progress with Henrik. The Coatmundi answer will not open King Pacal's tomb unless Henrik gives it to you. You now have two key parts to open the monolith, so finding the other four should be a breeze, right?

Clearing Joanna

Now that you have the carving, you'll need help taking care of the museum. Return to the lab and call Franklin Rose. Tell him that you recovered the carving and that you need Joanna back. Franklin still isn't happy, but he'll go along with you. Pause to examine the business card on Henrik's desk before you leave.

Magazines In Rigg's Office

Joanna didn't waste any time getting back into her office. Make note of her request to open the crates in Shipping and Receiving, then check out the Lady Rutherford interview in the magazine on the table in the office. In the Rotunda you'll see a museum contributor's plaque with Lady Rutherford's name on it. Is it a coincidence or a connection? Joanna remains focused on her work, so you can probably continue your investigation. After all, you just put her back in business. Return to the lab and call Franklin Rose. He might have a way to put you in touch with Lady Rutherford.



Rose Knows Lady Rutherford

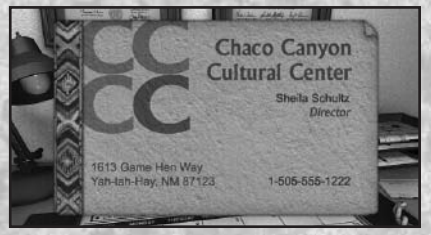
There's nothing like a hunch that pays off. Franklin Rose and Lady Rutherford are old friends. Take down Rutherford's number and let Rose introduce you.

Call Lady Rutherford

The museum budget can't afford another long distance bill, so take the Metro back to the Colonial Hotel and call Prudence Rutherford from your room. In case you didn't write it down, the number is 1-785-555-7279. Lady Rutherford is furious about the theft of her missing necklace and she'll do anything to help. Ask her to send the replica of the necklace made by her insurance company.

The Chaco Key

The notes file in Henrik's computer disk mentions that the North Key was possibly stolen from the "CCCC" — an acronym that stands for the Chaco County Cultural Center. There was a CCCC business card on Henrik's desk in the museum lab. Check your notes and call Sheila Schultz at the center (1-505-555-1222). Ask her to search for a photo of the stolen artifact.



The Cortega Key

Henrik's computer notes also mention that the West Key is in the possession of a Henry Daddle of Vermillion, South Dakota. Call Mr. Daddle and ask him about his great-grandfather's jade carving. He'll tell you that he gave the artifact to Penelope, his daughter. Take down Penelope's phone number (1-605-555-3197) and call her.

Poppy Dada

Penelope Daddle is Poppy Dada, the same artist who created the painting in Taylor Sinclair's office. She'll tell you that the jade carving is now part of the painting you saw the first time you visited Taylor's office. Poppy is happy to loan you the piece, provided that you replace it with an organic item. Perhaps you'll find a replacement among Sinclair's clutter.

A Cookie For A Key

Set your alarm. Go to Sinclair's office in the morning and ask him if you can have one of his Oaxacan cookies. He'll motion in the direction of the cookie jar. Remove the lid, take the cookie and replace the lid. Now ask him if you can examine the Poppy Dada painting. Sinclair will temporarily leave the room. Substitute the cookie for the jade carving and exit the office.

Call Chaco Canyon Cultural Center

Return to the hotel and call Sheila Schultz at the Chaco Canyon Cultural Center. If a day has passed she'll tell you about shipping the foam core for the missing key. If not, call again in the morning. Set your alarm after you talk to Sheila. You'll find other important key items tomorrow!

The Return of Riggs

If Joanna wasn't in her office when you looked at the magazine article about Prudence Rutherford, she'll be there now. She'll ask you to retrieve an artifact from an electronic lock box from one of the shelves in Shipping and Receiving. In case you forgot, the keypad combination is 0677.

Gathering Keys

You'll find the Landa key inside the electronic lock box on a high shelf in Shipping and Receiving. There will also be a package from Prudence Rutherford containing the insurance company's replica. Put everything away when you're done. Five keys down and one to go!

Tomorrow is a Big Day

Return to the Colonial Hotel and set your alarm for the morning. Save your game progress because you're about to take on one of the toughest challenges in the game.

The Final Shipment

Go to Shipping and Receiving in the morning. You'll find a package from the Chaco Canyon Cultural Center. Open the box and remove the foam padding. Take the foam mold to the lab, fill it with quick-drying plaster and remove your plaster reproduction. You have all the pieces!

Key Pieces to an Old Puzzle

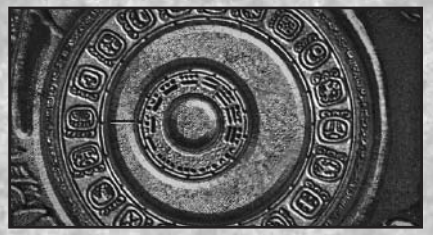
Take all six pieces to the lab pottery station. This is where you originally assembled the vase on your first day. Place the key pieces on the empty black mat. Rotate the mat counter-clockwise and place the top piece first. You'll find that the rest of the pieces quickly fit together.

Take the Calendar With You

Pick up your assembled key and return to the Exhibit Room. Go to the "Gods" display and use Joanna's key to open the display case containing the Mayan Calendar Stones-you can't take the Calendar dials from the Temple! Quickly carry the stones out to the monolith in the Garden. If you don't, you'll drop and break them!

Open the Monolith

The poem read "When the first king ascends again..." Set the dial to 6 Lamat. Turn the inner dial to six (one dot and one bar) and then keep turning the outer dial until the keyhole opens on the opposite side of the monolith. Walk around to the other side and insert the West (Cortega) Key. Henrik's notes outline all of the details for each side of the key, but if you can't remember the notes, you can turn and try every side until something clicks on the monolith. Now walk to the north side and insert the North Key (the one you made from plaster). Walk to the east side and place the East Key, then finally back to the south side with the calendar stones and insert the South Key.



A Mummy With A Book

Gasp! It's a mummy clutching a book! Is it the Whisperer? Take the book and examine it... The pages are blank! Did King Pacal break sacred tradition and steal the original tome? Is this some sort of ancient joke intended for future grave robbers? Wha — SOMEONE IS SNEAKING UP BEHIND YOU!

In You Go!

In the moment it took you to glance up from the empty pages the real culprit nabbed the book, shoved you forward into the monolith and shut the door behind you!

A Few Breathtaking Seconds!

The interior of the monolith is cramped and what little air that's left is quickly running out. Hurry or you'll end up as another artifact. Calmly select the glowstick in your inventory to illuminate the chamber. Look inside the mummy's mouth and you'll see a jade rectangular key. Take the jade key out of the mummy's mouth. Keep the glowstick in your hand and look for a keyhole in the wall that's to your right. Click on the keyhole to illuminate a close-up view then insert the key. Now turn around to the opposite wall and look down. You'll see an open wall panel with a dusty tome inside. Grab the book and the small flower ornament beneath it. Turn left and use the flower ornament to reopen the monolith door. Take a deep breath... you're still alive and you solved the Secret of the Scarlet Hand!

YOU DID IT!

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NANCY DREW®

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